Michael Venvenutti

AI/GAMEPLAY PROGRAMMER

CONTACT

LinkedIn

website

Winter Park, FL

EDUCATION

Full Sail University – B.S in Game Development, 5/24
Related:
Linear Algerba
Artificial Intelligence
Data Structures and Algorithms

TECHINCAL SKILLS

- C++
- C#
- Unreal 4/5
- Unity
- FLECS (Fast Lightweight Entity Component System)
- Jira
- Perforce
- Github
- 3D Math
- Linear Algebra
- Visual Studio

SKILLS

- Communication
- Teamwork
- Problem Solving

As an upcoming graduate from Full Sail University, I am leaving with a never-ending hunger for programming and creating riveting games and content for the public. I am a passionate programmer looking to enrich users with a great experience

PROJECTS

AI/GAMEPLAY PROGRAMMER | LE PESTE NOIRE
Jan 2024 – Present | Full Sail University

Fashioned and designed infected map for the second boss.
Designed and scripted enemy AI attack patterns, behavior tree and locomotion behavior.
Contributed to character ability, enemy behavior, and gameplay mechanics.

GAMEPLAY PROGRAMMER | BIRD WARS
Full Sail University | Aug 2023 – Sep 2023

Created core player mechanics/controls using **Gateware API**.
Learned and Implemented the FLECS for collisions and movement.
Developed interactive environments into projectiles using vector math and **FLECS API**.
Worked in OO Design for the custom render and engine.

UI/UX DESIGNER | RUN-N-DUNGEON
Jan 2023 – March 2023 | Full Sail University

Designed UI and Displays on the screen for the player to understand.
Source and import sounds, designed an audio manager, and placing audio cues to high beat action game.
Assign AI and player character SFX.